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L16	6	(virtual with sensor) and (content with preview\$4)	US-PGPUB; USPAT	OR	ON	2005/04/13 13:25
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L20	1	render\$4 with preview with content with position\$4	US-PGPUB; USPAT	OR	ON	2005/04/13 13:26
L21	32	render\$4 with preview with content	US-PGPUB; USPAT	OR	ON	2005/04/13 13:26
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L23	9	22 and (preview\$4 with image)	US-PGPUB; USPAT	OR	ON	2005/04/13 13:27
L24	137	user with position\$4 with virtual with sensor	US-PGPUB; USPAT	OR	ON	2005/04/13 13:27
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#### 1 [Virtual reality for palmtop computers](#)

George W. Fitzmaurice, Shumin Zhai, Mark H. Chignell

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: [pdf\(2.73 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**Keywords:** 3D control and display, palmtop computers, virtual reality

#### 2 [PanoVR SDK—a software development kit for integrating photo-realistic panoramic images and 3-D graphical objects into virtual worlds](#)

Cheng-Chin Chiang, Alex Huang, Tsing-Shin Wang, Matthew Huang, Yunn-Yen Chen, Jun-Wei Hsieh, Ju-Wei Chen, Tse Cheng

September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**



Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



#### 3 [Navigation and interaction: Scope-based interaction: a technique for interaction in an image-based virtual environment](#)

Shunsuke Yoshida, Kunio Yamada, Kenji Mochizuki, Kiyoharu Aizawa, Takahiro Saito

May 2002 **Proceedings of the workshop on Virtual environments 2002**

Full text available: [pdf\(6.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multimedia Ambiance Communication is a means to achieve shared-space communication in an immersive environment constructed of photo-realistic natural images where users can feel they are part of the environment. An image-based virtual environment is generally represented as an extensive field, in scenes showing mainly a landscape, and most objects are beyond the viewer's reach. Additionally, it usually has a single suitable point for observation because of limitations in the capture and represen ...



#### 4 [Research directions in virtual environments: report of an NSF Invitational Workshop, March 23-24, 1992, University of North Carolina at Chapel Hill](#)

Gary Bishop, Henry Fuchs



August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3

Full text available:  pdf(2.33 MB)

Additional Information: [full citation](#), [citations](#), [index terms](#)



5 System lag tests for augmented and virtual environments

Colin Swindells, John C. Dill, Kellogg S. Booth

November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.51 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** augmented reality, calibration, lag, sensor, turntable, virual reality



6 Dextrous virtual work

Timothy Poston, Luis Serra

May 1996 **Communications of the ACM**, Volume 39 Issue 5

Full text available:  pdf(416.09 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



7 Decoupled simulation in virtual reality with the MR toolkit

Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available:  pdf(2.65 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** interaactive 3D graphics, user interface software



8 The HiBall Tracker: high-performance wide-area tracking for virtual and augmented environments

Greg Welch, Gary Bishop, Leandra Vicci, Stephen Brumback, Kurtis Keller, D'nardo Colucci  
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(2.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Our HiBall Tracking System generates over 2000 head-pose estimates per second with less than one millisecond of latency, and less than 0.5 millimeters and 0.02 degrees of position and orientation noise, everywhere in a 4.5 by 8.5 meter room. The system is remarkably responsive and robust, enabling VR applications and experiments that previously would have been difficult or even impossible. Previously we published descriptions of only the Kalman filter-based software approach that ...

**Keywords:** Kalman filter, autocalibration, calibration, delay, latency, optical sensor, sensor fusion, tracking, virtual enviroments



9 Project FEELEX: adding haptic surface to graphics

Hiroo Iwata, Hiroaki Yano, Fumitaka Nakaizumi, Ryo Kawamura

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents work carried out for a project to develop a new interactive technique that combines haptic sensation with computer graphics. The project has two goals. The first is to provide users with a spatially continuous surface on which they can effectively touch an image using any part of their bare hand, including the palm. The second goal is to present visual and haptic sensation simultaneously by using a single device that doesn't oblige the user to wear any extra equipment. In ...

**Keywords:** actuator array, deformable screen, haptics, interactive graphics

**10 Hip, hype and hope—the three faces of virtual worlds (panel session)**

Bob Jacobson, John Barlow, Esther Dyson, Timothy Leary, William Bricken, Warren Robinett, Jaron Lanier

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available:  pdf(5.03 MB) Additional Information: [full citation](#), [index terms](#)



**11 Improving static and dynamic registration in an optical see-through HMD**

Ronald Azuma, Gary Bishop

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(321.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)  
 ps(1.65 MB)



In Augmented Reality, see-through HMDs superimpose virtual 3D objects on the real world. This technology has the potential to enhance a user's perception and interaction with the real world. However, many Augmented Reality applications will not be accepted until we can accurately register virtual objects with their real counterparts. In previous systems, such registration was achieved only from a limited range of viewpoints, when the user kept his head still. This paper offers improved regi ...

**Keywords:** augmented reality, calibration, registration

**12 SIGGRAPH'91 Workshop Report Integrating Computer Graphics, Computer Vision, and Image Processing in Scientific Applications**

Ingrid Carlom, Indranil Chakravarty, William M. Hsu

January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)



**13 High resolution virtual reality**

Michael Deering

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available:  pdf(4.27 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**Keywords:** head-tracking, stereoscopic display, virtual reality

14 Session D: Virtual environments software: A display device abstraction for virtual reality applications



Henrik Tramberend

November 2001 **Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation**

Full text available: [pdf\(553.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a component based display device abstraction that is expressive enough to model all of the most commonly used display device configurations in virtual reality applications. Because of its modularity it can not only adapt to the device configuration, but also efficiently utilize multi-pipe graphics hardware on multi-processor machines to achieve optimal performance for any configuration. By separating the frustum definition into two independent components, the eye point and th ...

**Keywords:** abstraction, computer graphics, display device, object orientation, virtual reality

15 View interpolation for image synthesis



Shenchang Eric Chen, Lance Williams

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: [pdf\(2.18 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** image morphing, incremental rendering, interpolation, motion blur, motion compensation, real-time display, shadow, virtual holography, virtual reality

16 A framework for virtual videography



Michael L. Gleicher, Rachel M. Heck, Michael N. Wallick

June 2002 **Proceedings of the 2nd international symposium on Smart graphics**

Full text available: [pdf\(568.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

There are a significant number of events that happen on a regular basis that would be worth preserving on video but for which it is impractical to use traditional video production methods. In this paper, we describe one possible way to inexpensively and unobtrusively capture and produce video in a classroom lecture environment. We discuss the importance of cinematic principles in the lecture video domain and describe guidelines that should be followed when capturing a lecture. We continue by sur ...

17 Walkthrough—a dynamic graphics system for simulating virtual buildings



Frederick P. Brooks

January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**

Full text available: [pdf\(827.42 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As part of our graphics research into virtual worlds, we are building a tool for an architect and his client to use for rapid prototyping of buildings by visually "walking through" them in order to refine specifications. Our first prototype simulated the new UNC Computer Science building with some 8000 polygons. BSP-tree software on the Adage Ikonas gave a colored, shaded perspective view every 3-5 seconds while the user moved a cursor in real-time over floorplans sho ...

18

System section: 3D video surveillance with Augmented Virtual Environments



Ismail Oner Sebe, Jinhui Hu, Suya You, Ulrich Neumann

November 2003 **First ACM SIGMM international workshop on Video surveillance**

Full text available: [pdf\(583.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recent advances in sensing and computing technologies have inspired a new generation of data analysis and visualization systems for video surveillance applications. We present a novel visualization system for video surveillance based on an Augmented Virtual Environment (AVE) that fuses dynamic imagery with 3D models in a real-time display to help observers comprehend multiple streams of temporal data and imagery from arbitrary views of the scene. This paper focuses on our recent technical extens ...

**Keywords:** augmented reality, object detection and tracking, video surveillance

**19 Determining the instantaneous axis of translation from optic flow generated by arbitrary sensor motion (abstract only)** 

J. H. Rieger, D. T. Lawton

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper develops a simple and robust procedure for determining the instantaneous axis of translation from image sequences induced by unconstrained sensor motion. The procedure is based upon the fact that difference vectors at discontinuities in optic flow fields generated by sensor motion relative to a stationary environment are oriented along translational field lines. This is developed into a procedure consisting of three steps: 1) locally computing difference vectors from an optic flow fie ...

**20 Surface deformation using the sensor glove** 

Lizhuang Ma, Rynson W. H. Lau, Jieqing Feng, Qunsheng Peng, Janis Wong

September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: [pdf\(922.74 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

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